



MANUFACTURER AND SELLER OF AMUSEMENT  
MACHINES

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# THE BOXER & KICKER

*machine manual*



## I. INTRODUCTION.

The „**BOXER**” / „**KICKER**” strength machine is the amusement device designed for play in bars, clubs, cinemas, festivities, amusement parks, etc. The machine is profit-making device not paying the money prizes.

The device provides possibility of two games selection: punch strength test and ROULETTE. The machine is designed and made from state of the art materials and parts available on the market. Components of the device are compliant with the safety standards, what is confirmed by CE certificate.

## II. TECHNICAL PARAMETERS.

		<b>BOXER</b>	<b>KICKER</b>
<i>Height:</i>			<i>173 cm</i>
	- <i>without roof</i>	<i>215 cm</i>	
	- <i>with roof</i>	<i>230 cm</i>	
<i>Width :</i>			<i>133 cm</i>
	- <i>without roof</i>	<i>70 cm</i>	
	- <i>with roof</i>	<i>80 cm</i>	
<i>Length :</i>			
	- <i>without roof</i>	<i>114 cm</i>	
	- <i>with roof</i>	<i>129 cm</i>	
	- <i>without ball</i>		<i>66 cm</i>
	- <i>with ball</i>		<i>80 cm</i>
<i>Total weight :</i>		<i>125 kg</i>	<i>125 kg</i>
<i>Power supply :</i>		<i>220 – 240 V</i>	<i>220 – 240 V</i>

## III. PUNCH STRENGTH TEST

The punch strength test is active when the light over *STRENGTH* button is lit. In other case the button *STRENGTH* shall be pushed. Each punch costs the player 1 credit.

After the coin is inserted, the player pushes *START* button. At this moment the punch ball is automatically lowered. The halogen lamps at both sides of the punch ball light the punch field.

After stroke in the punch ball/ball the machine measures the punch strength. After that the sound and light presentation begins and its sequence depends on the strength of the punch. Beating the record is rewarded by additional sound and light sequences as well as adding one extra credit. The best result in *STRENGTH* mode is 999.

## IV. LOTTO

The *LOTTO* mode is active after the „*LOTTO*” button is pushed. Each punch costs the player 1 credit.

After the coin is inserted, the player pushes *LOTTO* button and at that moment the punch ball/ball is automatically lowered. The halogen lamps at both sides of the punch ball light the punch field.

The number is presented, which shall be achieved by hitting the punch ball/ball with appropriate strength. After stroke in the punch ball/ball the machine measures the punch strength. After the indicated number is achieved, the player is rewarded. The sound and illumination presentation begins.

## V. PARAMETERS CHANGE BOXER/KICKER SETUP.

Using the *SETUP* function switch the machine behaviour can be modified.

### SETUP BJP and KJP ver. 6

Push *SETUP* function button to enter the device options. Then the characteristic sound will be played indicating entering the *SETUP*.

*OPTION:*

<i>Value change on particular display</i>	- <i>STRENGTH, LOTTO button</i>
<i>Confirmation and switching between the displays</i>	- <i>START button</i>
<i>Credits display</i>	- <i>Program no.</i>
<i>Record display</i>	- <i>Program no.</i>

*Legend :*

*W1 – large display*

*W2 – small display*

*W3 - credits display*

#### 0. Exit from setup.

This option is also the coinbox test. By inserting a coin it is possible to check its value and number of received credits.

#### 1. Basic parameters.

- The presentation repeat time – 15 min.
- Record set to 650.
- Strength characteristic to 100%.
- Credit option no. 8 (item 33)
- Free Play Off

Push *START* to confirm the parameters.

#### 2. Electronic counter.

This is information about number of pulses from the beginning of machine production, position *W2*. The number cannot be deleted.

#### 3. The machine settling – current result.

This is the number of pulses recorded in the machine from last settling. To display current value of the counter the *START* button shall be pushed. The counter status from the last settling is displayed on *W2*. Automatically after leaving the programme 3 current counter is reset and its value is displayed in programme 4.

#### 4. Last value of the current counter.

Displayed is the number of pulses on *W2* from the last but one settling.

#### 5. Number of the device settlings.

Is prepared basing on the settlings from programme 3. Is not a subject of change.

#### 6. Resetting the beaten records counter.

Push *START* to delete number of beaten records.

## **7. Resetting the strength record.**

When W3 blinks the *START* shall be pushed, then the W2 number changes to 650, the W1 number presents the last record. W3 stops blinking which means that the function was accepted. The 650 number is constant, steady in basic parameters, invariable.

## **8. Resetting credits.**

Push *START* to reset number of credits. When W3 stops blinking it means that the function was accepted.

## **9. Free Play - free of charge play.**

Push *START*, switching through W1 enables game parameters changing:

- 0 - Charged play
- 1 - Free of charge play

## **10. The presentation repeat time.**

Set to 15 minutes in basic parameters. Push *START* to change the time. Switching through W1 (possibility of change every 5 min) set the desired time. Select 0 to switch the presentation off.

## **11. Setting credits.**

This function allows to decide which coin value (W1) will be equal to 1 credit (W2). Using *START* change the value. (*PASSWORD, option 25!*)

*Example: Push START, when the small display blinks, the credit value for i.e. 0,5 shall be set. Confirm by pushing START, then the pulse value equal to 1 shall be set. It means that inserting two coins on this channel results in 1 credit and 2 pulses.*

## **12 – 14. Setting credits.**

The same function as the above. Possibility of other coins value setting.

## **15. Number of pulses sent to electronic.**

If number 1 is displayed and in programme no. 11 the 1 is set, it means that 1 pulse will be sent for 1 credit.

## **16 – 18. Number of pulses sent to electronic.**

The same function as the above. Appropriate value are changed on its basis. Coin value record from programme no. 11, related to a pulse from programme 15, on the same basis 12 is equal 16, 13-17, 14 – 18. values

## **19. Strength characteristic.**

Change from 50% - 150%. Standard setting in W1 is 100%. If the value is decreased the higher result will be achieved at lighter punch. If the value is increased, the result will be lower.

## **20. Factory settings.**

NOTE! For the manufacturer.

## **21 - 24. Ticket Score.**

## **25. Password.**

Push *START* to enter password. Number 100 is displayed on W1. Use *STRENGTH / LOTTO* buttons to change it. Push *START* to accept first digit, the same with other digits. To enter programme from 11 – 18 and 33 – 49 it is necessary to enter a password.

## **26. Password change.**

The password is set by the customer. The same setting procedure as in the item above.

**30. LOTTO result tollerance.**

A target hitting tollerance in relation to the sampled value. Change from 0 to 50. To change the value *START* shall be pushed, then switching through W1 the appropriate number shall be selected and confirmed at the end.

**31. Resetting the LOTTO hit targets counter.**

The number is displayed on W1, push *START* to reset.

**32. Language version.**

NOTE! For the manufacturer.

**34. The machine hours of operation**

This is information displayed on W1 about number of punches struck on the machine.

**35. Error number.**

On W2 the error number in the machine is displayed.  
(Errors with numbers: 25, 29, 30, 37 are for the manufacturer.)

<i>Error no.</i>	<i>Meaning ( describes the meaning of the error )</i>
26	<i>The punch ball is not lowered</i>

**36. Test.**